AGB-A6BE-USA

GAME BOY ADVANCE®

MEGAMAN™ BATTLE NETWORK 3 WHITE

MEGAMAN 15th

INSTRUCTION BOOKLET

CAPCOM®

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision
Eye or muscle twitching
Involuntary movements
Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE
CONTENT RATED BY ESRB

EVERYONE
MILD VIOLENCE

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GBA LINK CABLE

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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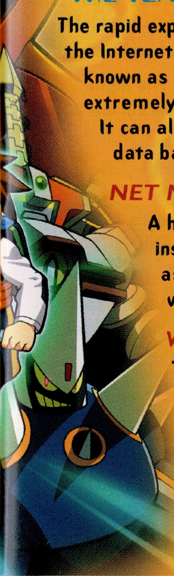
MEGA MAN IS 15!

WHITE

CELEBRATE IN WHITE & BLUE!

- Two separate versions -- WHITE and BLUE -- have different cool battle chips, bosses, enemies and surprises!
- Trade with buddies! Swap battle chips between WHITE and BLUE to get them ALL!
- Mix and match battle chips to build a unique Mega Man that's yours and yours alone!
- Fight in cyberspace. Switch battle chips instantly to keep your enemies guessing!
- Game Boy® Advance Game Link® Cable lets you play with a pal!

A BRAVE NEW INTERNET WORLD!



THE YEAR IS 20xx ...

The rapid expansion of the Internet has created a new world -- the Internet Era. Now, everyone carries a portable Personal Terminal, known as **PET**. An evolved version of a cell phone, **PET** is an extremely useful item that allows you to make calls and send email. It can also access textbooks, newspapers, TV and just about any data base there is!

NET NAVI ... ANOTHER FIRST!

A humanoid navigation program known as **NET NAVI** is installed in every **PET**. This extremely useful utility acts as a sort of butler, performing various tasks for you within the Internet.

VIRUS BUSTING!

The network-powered society is very sophisticated. But there are still problems! The worst is the computer virus plague. To protect their **PETs** from dangerous electronic diseases, people upgrade their **NET NAVIs** with battle program data know as **Battle Chips**. These programs are powerful enough to blast away evil viruses. This is known as **virus busting**.

TROUBLE IN A 10-GALLON HAT

It has been almost a month since Lan and Mega Man made their harrowing escape from the net mafia group, Gospel. They took off for awhile, and now they're gearing up for a new school semester.

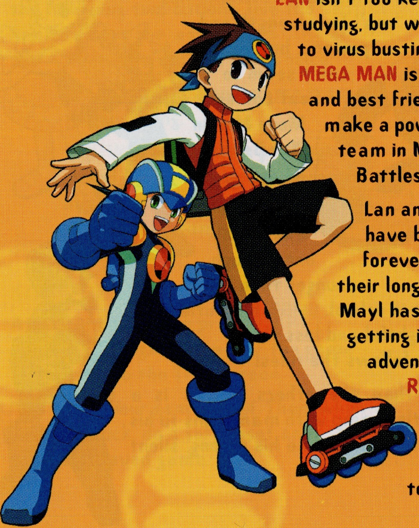
One day, Lan and a bunch of his pals are talking about the night chat group they're starting. In the middle of their conversation, a stranger in a huge cowboy hat strolls over ...

> "Hi. Mind if I interrupt? Have you heard about the N1 Gran Prix Semi-finals at ACDC Square tonight? My group is hosting it. We plan to award a Grand Prize to the strongest Net Battler .... You look like smart kids. Why don't you join us?"

It sounds like fun ... and a great challenge! Lan, Dex, Mayl and Yai each secretly set their minds on winning the Grand Prize. They head off to ACDC Square.

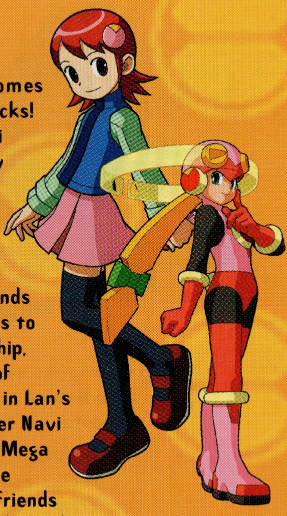
In their excitement, Lan and Mega Man never suspect that a new, even more evil plan is being hatched at this very moment!

MAJOR PLAYERS

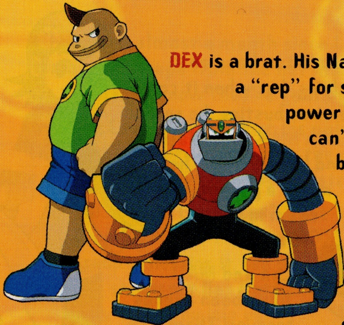


LAN isn't too keen on studying, but when it comes to virus busting, he rocks! **MEGA MAN** is his Navi and best friend. They make a powerful team in Net Battles.

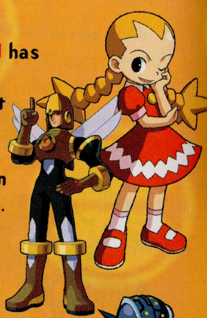
Lan and **MAYL** have been friends forever! Thanks to their long friendship, Mayl has a way of getting involved in Lan's adventures. Her Navi **ROLL** and Mega Man are close friends and dedicated to their humans.



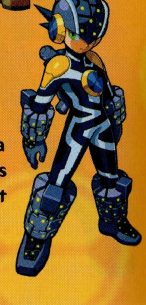
WHITE



DEX is a brat. His Navi **GUTSMAN** has a "rep" for strength and power ... but he just can't seem to beat Lan and Mega Man in Net Battles.



Little rich girl **YAI** is the brainy one. Though younger than Lan, she's in the same grade in school. **GLIDE**, her butler-type Navi, is quiet, thoughtful and less than adventurous. He always follows the rules!



Although younger than the others, **CHAUD** is a recognized Net Battle champ with many wins to his credit. He is cool and relaxed, like his strong, silent Navi **PROTOMAN**.

Press **START** in the Title screen to display the following two options. Use the **Control Pad** to select one, and press **START** or the **A Button** to confirm your choice.

- **START** – Start a new game from the beginning.
- **CONTINUE** – Resume a previously saved game. This option becomes available after you have saved at least one game. See page 22 for details.

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BATTLE NETWORK 3
WHITE
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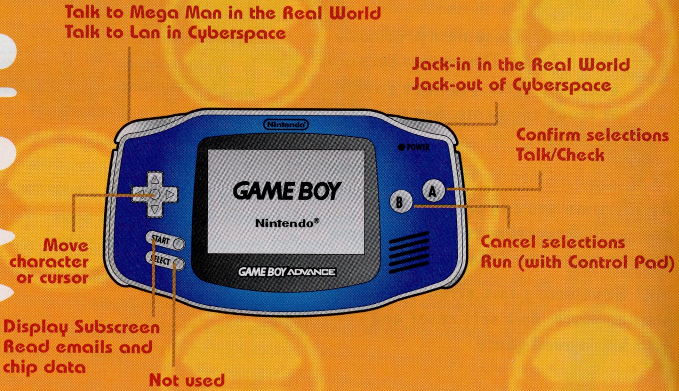
SOFT RESET

At any time you can press **START** and **SELECT** together to quit the game and return to the Title screen.

HINT: Save your game often. Then, when you get stuck, do a soft reset and **CONTINUE** your last saved game.

FIELD SCREEN — EXPLORATION CONTROLS

The Field screen is the main gameplay screen both in the Real World (where you control Lan) and in Cyberspace (where you control Mega Man).


Talk to Mega Man in the Real World
Talk to Lan in Cyberspace
Jack-in in the Real World
Jack-out of Cyberspace
Confirm selections
Talk/Check
Move character or cursor
Cancel selections
Run (with Control Pad)
Display Subscreen
Read emails and chip data
Not used
Nintendo
POWER
START
SELECT
A
B
GAME BOY
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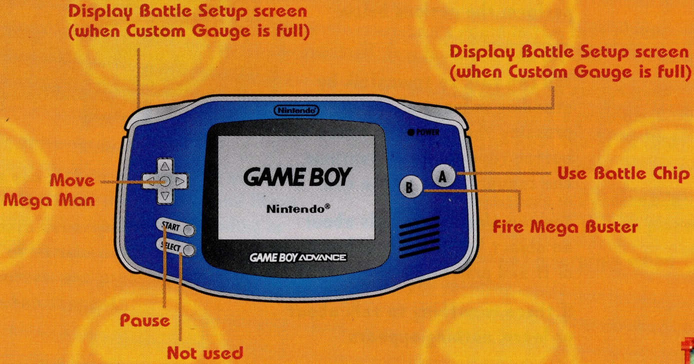
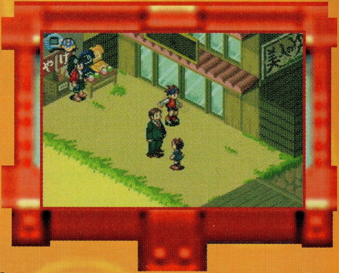
BATTLE SCREEN — VIRUS BUSTING CONTROLS

After you choose a Battle Chip in the Battle Setup screen, you proceed to the Battle screen where the fight breaks out. Start virus busting! For information, see page 16.


Display Battle Setup screen (when Custom Gauge is full)
Display Battle Setup screen (when Custom Gauge is full)
Nintendo
POWER
GAME BOY
Nintendo®
GAME BOY ADVANCE
START
SELECT
A
B
Move Mega Man
Use Battle Chip
Fire Mega Buster
Pause
Not used

LAN IN ACTION

In your quest to hunt down computer criminals, you will move between the Real World and Cyberspace. In the Real World, you control Lan. He can perform the actions below:



TALK/CHECK - A Button

You can talk to townsfolk by standing in front of them and pressing the A Button. Press the button repeatedly to continue the conversation to the end.

You can also see details about an object by standing in front of it and pressing the A Button.

If there is nothing to talk about or learn, nothing appears.

RUN - B Button + Control Pad

Lan can speed around on his inline skates. Hold down the **B Button** and press the **Control Pad** in the direction you want him to go.

TALK TO MEGA MAN

You can talk to Mega Man in Cyberspace through your **PET**. If you are stumped about what to do, check in with Mega Man for hints.

JACK-IN - R Button

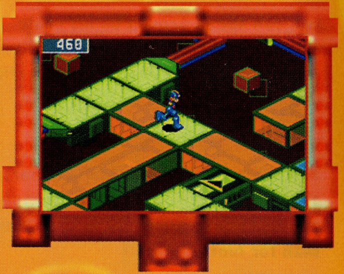
When you jack-in, you connect your PET to an electronic device and send Mega Man into Cyberspace. Try standing in front of various electronic devices, like computers, and pressing the **R Button**. See what happens.

When a problem occurs in the Real World, it is probably caused by a computer virus or by an enemy Navi invading Cyberspace. Jack-in and send Mega Man to bust that virus!

HINTS

- Lan's room is the first place where you can jack-in.
- You can jack-in to things even when there isn't a problem. Explore the Real World to find other jack-in locations.
- Assisting others in Cyberspace could lead to more jack-in places.
- You might get a surprise when you jack-in.

MEGA MAN IN ACTION



The Internet is a huge network that links the whole world. Get to the Internet by jacking-in to the computer in Lan's room and sending Mega Man into Cyberspace.

As Mega Man, search out the boss while destroying all viruses that come attacking -- and solve the case!

TALK/CHECK - A Button

Talk to various programs and investigate objects. Be double, triple sure to check Mystery Data that has fallen on the ground.

TALK TO LAN - L Button

Be sure to call on Lan in the Real World when you get stuck.

RUN - B Button + Control Pad

Sometimes Mega Man must move fast!

JACK-OUT - R Button

Retrieve Mega Man from Cyberspace back to the Real World. (Sometimes you can't jack-out.)

ON THE INTERNET

SECURITY CUBE

In some places on the Internet, Security Cubes protect the area from invaders. If other players set a Security Cube on their homepage, you can only unlock it by getting the Pass Code from the person. Some Security Cubes require you to fulfill special objectives before you can open them.

SHOPS & NET TRADERS

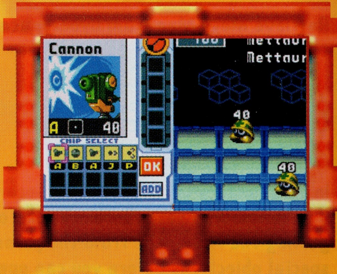
Talk to a Net Trader to enter his or her shop. Place the cursor over an item that looks interesting and press the A Button to select it. Press the R Button first if you want to learn more about it. For more about Net Traders, see page 31.

CYBER SQUARE

Net Navis gather here to hang out, visit shops, read the bulletin board and generally have fun. Check the bulletin board often for new information.

BATTLE SETUP SCREEN

When Mega Man encounters a virus in Cyberspace, battle begins. You must defeat all the viruses to win the battle. And you must win all battles to win the game!



SELECTING BATTLE CHIPS

To get ready for battle, choose your Battle Chips in the Battle Setup screen. These are the chips you will send to Mega Man to do battle with.

Five randomly selected Battle Chips in your Folder appear in the Chip Select list. Select a chip with the Control Pad, and press the R Button to review its description. Press the A Button to choose the chip to send to Mega Man.

BATTLE CHIP INFORMATION

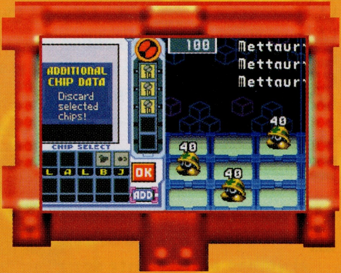
- Battle Chip Name
- Chip Code
- Attribute (Fire, Water, Electricity, Wood or No Attribute)
- Attack Power (offensive chips only)

BATTLE CHIP RULES

Usually, you can only choose one chip for the next battle. An exception to the rule lets you choose multiple chips at the same time:

- When two or more chips have the same name or chip code, you can choose some or all of them for use in battle. Chips that cannot be paired are grayed out.

Choosing these matching sets will help you battle more successfully.



ADDITIONAL CHIP DATA

Discard selected chips!

SENDING CHIP DATA

After choosing a Battle Chip, select OK (use the Control Pad or press START) and press the A Button to proceed to the Battle screen.

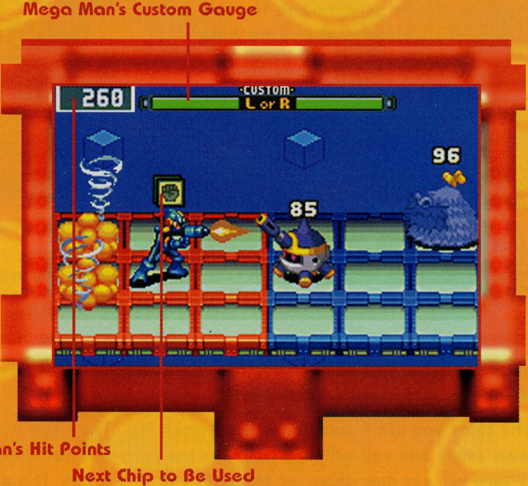
ADDING BATTLE CHIPS

Sometimes the chips you want to use are not available in the Select column. This is when the ADD feature helps a lot!

Select the chips you don't want and then select ADD. The chips you selected are thrown away and you will now fight for one turn without chips. But on the next turn you get new chips for the ones you threw out. It's a chance to turn the tables by combining similar battle chips!

BATTLE SCREEN

This is where Mega Man fights the virus. Use your carefully picked Battle Chip(s) to smash the virus and win the battle!


Mega Man's Custom Gauge
260
CUSTOM
L or R
96
85
Mega Man's Hit Points
Next Chip to Be Used

AREA

On the Battle screen, Mega Man can move ⬆/➡/⬇/⬅ into any square in the red area. Viruses can move in the blue area. Normally Mega Man can't get into the virus area, but sometimes with certain special chip attacks you can expand his attack area briefly.

MEGA BUSTER - B Button

Your Mega Buster weapon has unlimited bullets. The closer you are to an enemy when you fire, the easier the enemy is to hit. Hold down the B Button briefly, then release it for a powered-up super shot!

USING BATTLE CHIPS - A Button

Do battle by firing the Battle Chips you've chosen. The chip data appears over Mega Man's head, and its name appears at the lower left.

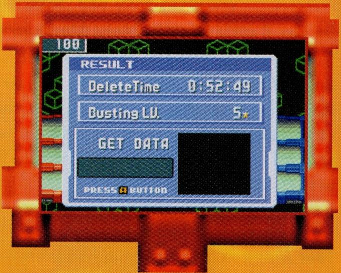
CUSTOM GAUGE - L or R Button

A Custom Gauge in the upper center of the screen builds up automatically. When it is full, press the L or R Button to display the Battle Setup screen where you can choose chips to send to Mega Man for the next attack.

ESCAPE - L Button

Sometimes the best thing to do is run! You won't always be able to escape from battle -- the stronger the enemy is, the harder it is to run!

When you drain the enemy's hit points down to nothing, Mega Man wins! The Result screen shows the Battle Time, Busting Level and Data you gained by winning.



DeleteTime 0:52:49
Busting LV. 5★

BUSTING LEVEL

Busting Level is a scoring system that shows how well you fought. The higher your Busting Level, the better the chips are that you can acquire. To increase your Busting Level, defeat the enemies fast.

There are other secrets to getting a high Busting Level. Can you figure them out?

COUNTERING

If you hit and defeat an enemy just as it is about to attack, then you counter it. When this happens, a star is added next to your Busting Level, and you get a piece of bug data as a bonus.

Press START in the Field screen to display the Subscreen, and then select FOLDER. This shows all the Battle Chips you have available.

Your Folder is where you keep the Battle Chips you want to use in battle. In the beginning you only have one Folder, and you can freely arrange and edit the chips that you put in it.

As the game goes on you will be able to carry two folders as well as a Prep Folder. You cannot edit your Prep Folder, but you can trade it by getting a different one from someone.

EQUIPPING FOLDERS

Your equipped Folder is the one labeled Equip. To equip a different Folder, select it, press the A Button, select EQUIP and press the A Button again.

SWITCHING CHIPS

Choose a Folder, press the A Button, select EDIT and press the A Button again. You'll go to the Edit screen.

- Toggle between your Pack and Folder by pressing the Control Pad ⬅/➡.
- Press ⬆/⬇ to choose a chip, press the A Button, then choose another chip to exchange with it.
- Press the A Button again to make the trade, or press the B Button to cancel.

CHIP RULES

- You must always have at least 30 Battle Chips in your Folder.
- You can only have up to 4 of the same kind of chip in the Folder. Even if their letters are different, chips with the same symbol are treated as the same kind of chip.
- You can have up to 5 Mega Class chips and 1 Giga Class chip in your Folder. Make sure they are all different.

There are 3 ranks of Battle Chips, depending on their abilities:

- Standard - white
- Mega Class - blue
- Giga Class - red

REGULAR CHIPS

Regular Chips always appear in the Battle Setup screen. Combining them in just the right way increases your chances of victory. Move the cursor onto a chip in the Folder and press SELECT. A red frame appears around the chip, which is now a Regular Chip.

- To become a Regular Chip, the chip's data size must be smaller than the Regular Memory size. (You can increase the Regular Memory size by finding certain items.)

SUB CHIPS

You can get Sub Chips from shops and Mystery Data and use them in Cyberspace. Sub Chips disappear after one use. Some types of Sub Chips are:

- Mini Energy - Restores 50 HP.
- Full Energy - Heals HP to the max.
- Sneak Run - Keeps weaker enemies backed off for awhile.
- Un-Trap - Disarms a trap set on Mystery Data.
- Loc Enemy - Makes the virus you just fought appear again and again for a limited time.
- Unlocker - Unlocks Mystery Data.

DATA LIBRARY

Look through Battle Chip data to see all the chips you've acquired. (Names take the place of "?" when you get new chips.)

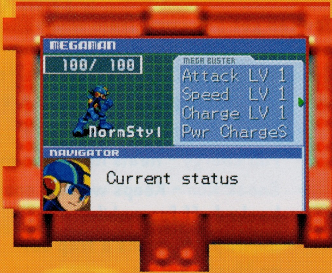
Chips are separated by rank and standard chips are shown first. Press the Control Pad ➡ to toggle Mega Class, Giga Class and P.A. Memo categories.

The more stars next to a chip name, the rarer it is. Can you collect all the chips?

P. A. MEMO

View combinations of Program Advances. You can only look at Program Advances you have already installed. See page 31 for more info.

MEGA MAN



100/ 100

NormSty1

Attack LV 1
Speed LV 1
Charge LV 1
Pwr ChargeS

Current status

Use the Control Pad to check the status of Mega Man's attributes. You an increase Mega Man's levels with power-up programs.

As the game advances, you can also do style changes and customize your Navi.

- **EMAIL** - Read Lan's emails. Use the Control Pad to select an email and press the A Button to read it. Turn pages by pressing the L and R Buttons.
- **KEY ITEMS** - Check out your items by selecting them with the Control Pad.
- **COMM.** - Have a Net Battle with a friend and trade Battle Chips. (See page 28 for details.)
- **SAVE** - Save your current game. Select CONTINUE on the Title screen to resume a saved game.

PROGRAMMING RULES

- Parts must be attached to the command line. Connecting only one square is enough.
- Plus parts (parts patterned with small squares) must NOT touch the command line.
- You CANNOT place two parts of the same color next to each other.

MAKE YOUR OWN MEGA MAN!

As the game proceeds, you gain the **Navi Customizer** ability as one of your PET functions. With this system you compile a program to strengthen your Navi.

SETTING A PROGRAM

- Start at the **Mega Man** section of the Subscreen.
- Use the **Control Pad** to select a program to compile.
- Press the **A Button** to confirm your selection. The selected parts will appear.
- Choose the location where you want to set them and press the **A Button**.

REMOVING A PROGRAM

Select the part you want to remove and press the **A Button**. The cursor appears on the memory map and **REMOVE** and **MOVE** appear. Choose **REMOVE** to put the part away. Choose **MOVE** to change the location of the part.

RUN

After setting your program, select RUN. (Press START to jump to the Run option.) When OK appears, the program is complete.

BUGGED PROGRAM

HOWEVER! If you followed the programming rules incorrectly, selecting RUN will cause a bug (a programming mistake) to occur and Mega Man will malfunction! Various "problems" will start showing up in Mega Man's operation. Be careful!

(However, intentionally fighting while bugged could actually be a strategy! That's up to you!)

STYLE & COLOR

The color of the parts you can compile depends on which style of Mega Man you're using. The color is listed on the right side of the Memory Map Style display.

ERROR & MODIFICATION CODES

If you compile parts that don't match the correct color for your current style and Run them, an error will occur. You won't be able to finish the Navi Customization, so you must remove the incorrect parts and re-compile.

HOWEVER! In a certain place you can get modification tools. If you have these when an error occurs, you can press SELECT to reveal an 8-digit passcode entry selection.

By entering the modification passcode that matches the error, you can continue compiling, even with an error.

Using this procedure, you can create Mega Man combinations that aren't otherwise possible.

As you meet certain conditions, Mega Man's style will evolve. When a Style Change occurs, Mega Man's attribute switches and he gets a special ability.

STYLE EVOLUTION

After style changing, Mega Man's evolution is based on how you answer questions:

- Answer MASTER THIS STYLE to continue with the current style. As your style levels up you will receive newer and better Navi Customization Programs.
- Answer CHANGE TO A DIFFERENT STYLE to choose another style.

SWITCHING STYLES

You can switch styles by selecting MEGA MAN from the Subscreen and performing a style change.

STYLE EXAMPLE

HEAT GUTS STYLE

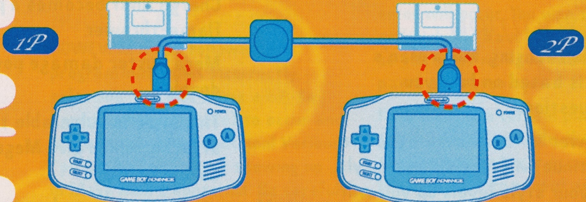
- This style has the Fire Attribute.
- Charge Shot becomes a powerful flame-thrower.
- Mega Buster damage power doubles.
- This style is vulnerable to Water attacks, which give Mega Man double damage.

Mastering this style makes two new programs usable:

- Super Armor
- Break Buster

Try out all the many Mega Man styles. Which one is best?

CONNECTING THE GAME BOY® ADVANCE GAME LINK® CABLE



YOU NEED:

2 Game Boy® Advance systems
2 Mega Man Battle Network™ 3 (White or Blue) Game Paks
1 Game Link® Cable

MAKING THE CONNECTION

1. Make sure the power of both Game Boy® Advance systems is OFF. Insert a Mega Man Battle Network 3 Game Pak into each Game Boy® Advance system.
2. Connect the Game Link® Cable to the external extension connector on both Game Boy® Advance systems. Turn on the systems.

   Important: The system connected to the smaller plug is 1P.

NETWORK PLAY

With two Game Boy® Advance systems connected by a Game Link® Cable, two players can play Mega Man Battle Network 3 simultaneously. When you are ready for network play, select COMM. in the Subscreen. Make sure you save as soon as you enter the Comm. screen (you must do so in order to continue). The game is automatically saved after you trade programs or have a net battle.

The Game Link® Cable may malfunction if:

- It is not for the Game Boy® Advance system.
- It is not connected correctly or has become disconnected.
- More than two Game Boy® Advance systems are connected.

LINK BATTLE RULES

- The first player to reduce the opponent's HP to 0 wins.
- The 10th turn is the final turn, even if you still have HP left.
- The player who did the most total damage wins!
(The amount of HP you have left doesn't matter.)

Using the optional Game Link® Cable, you can exchange Battle Chips or have a Net Battle with a friend. After setting up (see page 26), select **COMM.** in the Subscreen.

LINK BATTLE

- **LIGHT CLASS** - Fight on a normal battlefield.
- **MIDDLE CLASS** - The battlefield has cool topographical effects.
- **HEAVY CLASS** - The battlefield has interesting topographical effects and traps!
- **TRIPLE BATTLE** - Fight a Light Class, then a Middle Class, and finally a Heavy Class battle. The first to get 2 points wins!

Choose the battle type:

- **PRACTICE** - Get battle experience. Winning and losing don't count.
- **THE REAL DEAL** - Wins and losses count! The victor gets to choose a chip from the loser's backpack. You can only select this mode if there is at least 1 chip in each person's backpack.
- **SURVIVAL** - The winner of the first battle can continue to fight in the next battle, but without regaining energy. The loser can remove the Game Link® Cable and another player can insert it into a different Game Boy® Advance system to have another fight. Gather some friends and having a Survival tournament! (This option is not available with Triple Battle.)

After you both choose the same mode and battle type, the match begins!

COMPARE LIBRARIES

You can compare **libraries** with a friend. View the library lists. If your friend has chips that you don't have, they will be copied into your library (and vice versa).

If you know the name of the chip you need, you might be able to use Mr. Higby's "chip request system" to get chips listed in your library.

BATTLE CHIP TRADE

You can trade chips in your backpack one at a time with a friend. (You cannot trade Giga Class chips.)

After you both choose a chip to trade, a confirmation screen appears. When you both select YES on the screen, the trade will occur.

If you merely want to give a chip to the other person, the other person should select NOTHING in the list of things to trade, and then both of you should select YES.

PROGRAM TRADE

As you proceed through the game, you will eventually gain the ability to do a Navi Customization. At this point you will be able to trade programs with a friend. After you both choose a program to trade, a confirmation screen appears. When you both select YES on the screen, the trade will occur.

CHIP CODE

Chip codes are made up of different letters. If the codes for 2 chips are the same (even if they are different kinds of chips), you can choose them together from the Battle Setup screen for more effective battles.

Some codes use asterisks (***) instead of letters. These are "wild cards" that can be combined with any other chips.

PROGRAM ADVANCE

Sometimes when you combine certain chip types or chip codes, they blend together and form a brand new attack. This is known as a **Program Advance**.

Program Advances are unique and fun! When you discover one, it is saved in your P.A. Memo in your data library. Try to find them all!

NET TRADERS

- The **Chip Trader** will exchange chips you don't want for new ones. The chips he gives you are random. Once he hands you a new chip, the game will save automatically, so be sure you want to trade (you can't re-load and try again.)
- The **Number Trader** works in Mr. Higby's shop. When you see him, you can give him an 8-digit lot code. If the code is correct, the Number Trader will give you items and battle chips.

Lot codes are hidden throughout the game. But just getting a code doesn't mean it will be a hit. Some false codes do exist. You only get 1 chip per code and can only use that code once.

- Somewhere in the world there may be a special **Bug Piece Trader** who might give you special rare chips in trade for bug pieces.

STRENGTH ITEMS

These items increase Mega Man's strength:

- **HP MEMORY** - Increases Mega Man's Max HP by 20.
- **REGULAR UP** - Increases the Regular Memory Capacity up to 3 units.
- **EXPANSION MEMORY** - Increases the size of your Navi Customization Memory Map.
- **SUB-MEMORY** - Increases the amount of Sub Chips you can carry by 1.

OTHER ITEMS

- **P CODE** - Unlocks a security cube code. You commonly receive these from people.
- **BUG PIECE** - Trade these for chips or programs when you find the Bug Piece Trader. You receive these when you defeat an enemy via a counter (see page 18).

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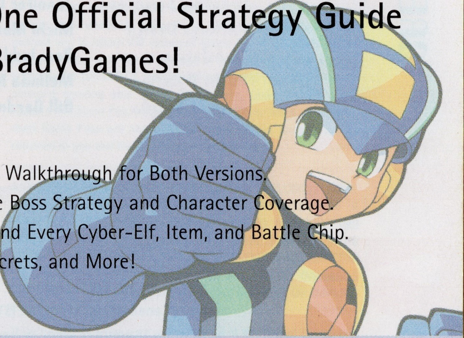

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